# PARK PATROL

## © ACTIVISION 1986

#### THE GAME

There is trouble down at Papatoetoe Park, the old keeper Percy Nuttling has had a nervous breakdown and the place has gone to the

dogs

You are invited to take up the challenge of becoming the new man or woman (that's up to you) in charge of the park. As Park Ranger you will be equipped with a raft, snake repellent, and a few morsels of nourishment. Your task is to clear the litter up, watch for swimmers in

distress and keep the park wildlife in line.

Papatoetoe Park though, is no place for whimps and is full of hazards such as swamps, snakes and swimmers who will sink your raft, river loos and food stealing ants!

Lastly, rangers may sayour the fruit of a mysterious plant, located near the supply hut, and experience its strange effects.

Keep your calories up and move on out!

#### LOADING

#### AMSTRAD 464 OWNERS

- Place the rewound cassette into the cassette unit and press PLAY.
   Hold down CTRL and press the SMALL ENTER key.
- AMSTRAD 664, 6128 and 464+DISK OWNERS.

  1. Hold down SHIFT and press the # key. Type TAPE and press.
- RETURN.

  2. Connect a suitable cassette player to your computer, according to
- the User Manual, and insert the rewound cassette.

  3. Hold down CONTROL and press the ENTER key.
- 4. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Amstrad Manual.

## PLAYING THE GAME

Park Patrol can be played using a joystick or the following keys:

QW=Left/Right PL=Up/Down Space Bar=Jump

Move over litter to pick up, while swimmers can be saved by salling into them. Walk into ants or kick them from behind to retrieve stolen food.

The bottom of the screen indicates amount of litter, and level of calories which can be revitalised in the supply hut or from stolen ant

# SCORING

100 points for each piece of rubbish collected.
Bonus points for remaining energy and supply calories.
A bonus ranger every 20000 points.
5000 points and 1000 calories per rescued swimmer.
5000 points for successfully dancing on a log.

food. A flashing 'Help' indicates a swimmer in distress.

200 points for sailing over a turtle.



If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED 'RETURNS' and it will be replaced free of charge. This offer does not affect your statutory consumer rights.

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<sup>\*</sup> Correct at time of printing

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